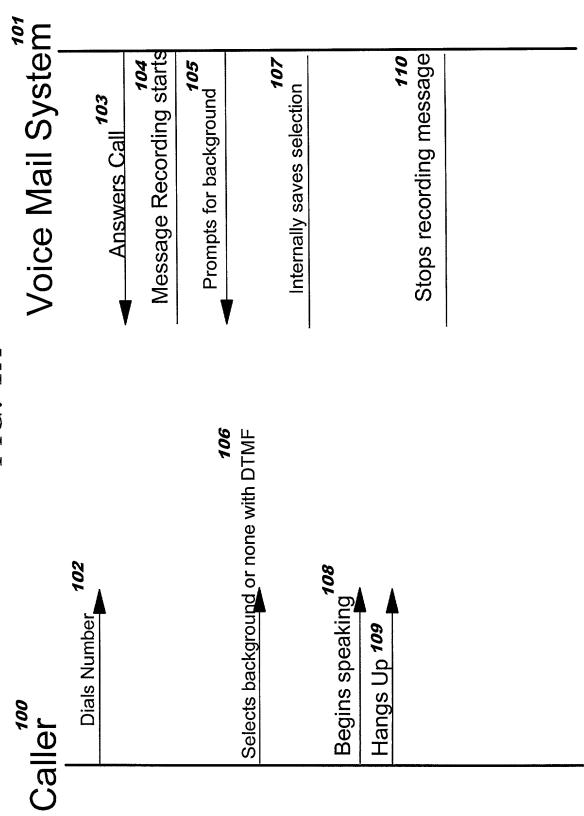
FIG. 1A



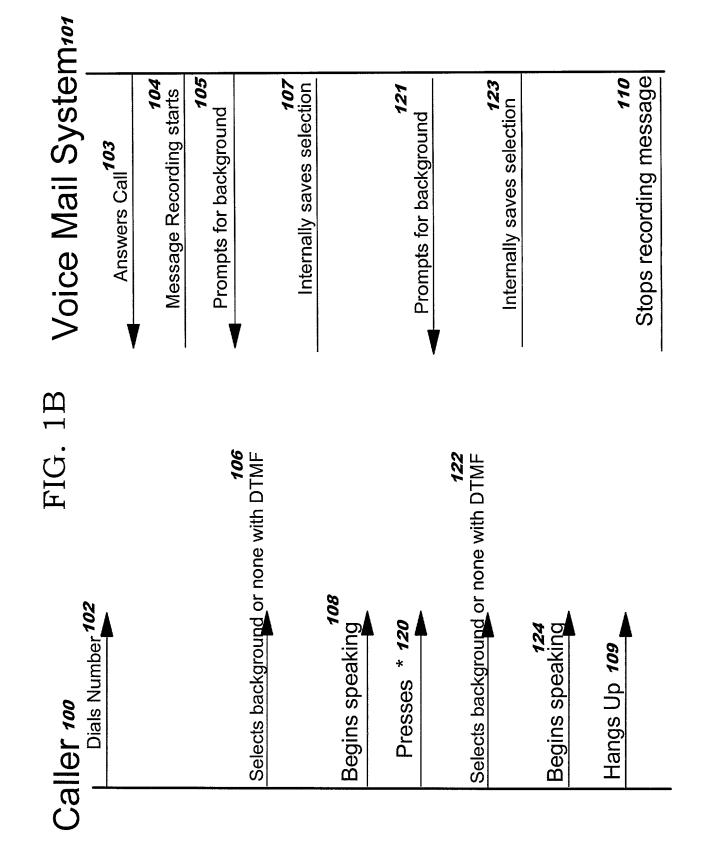
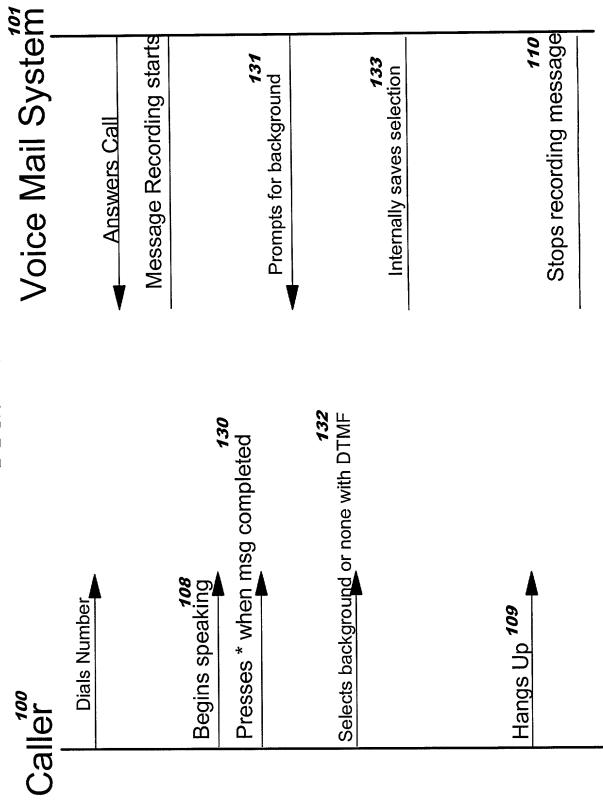


FIG. 1C



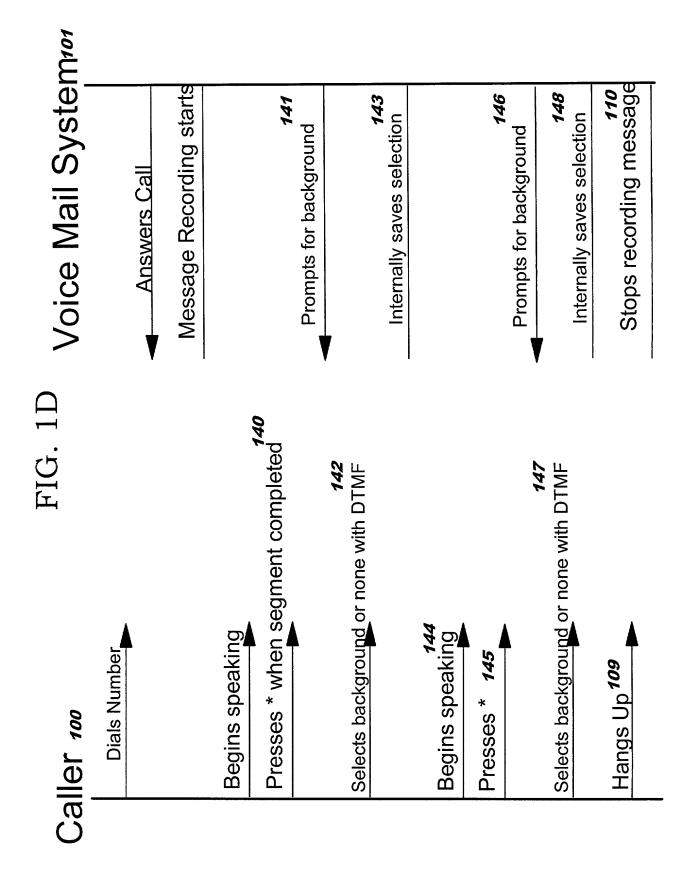
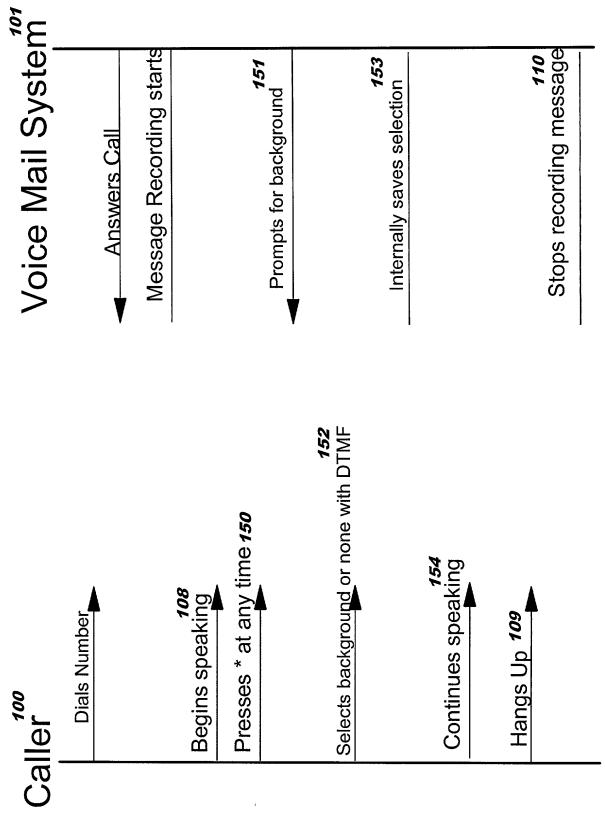


FIG. 1E



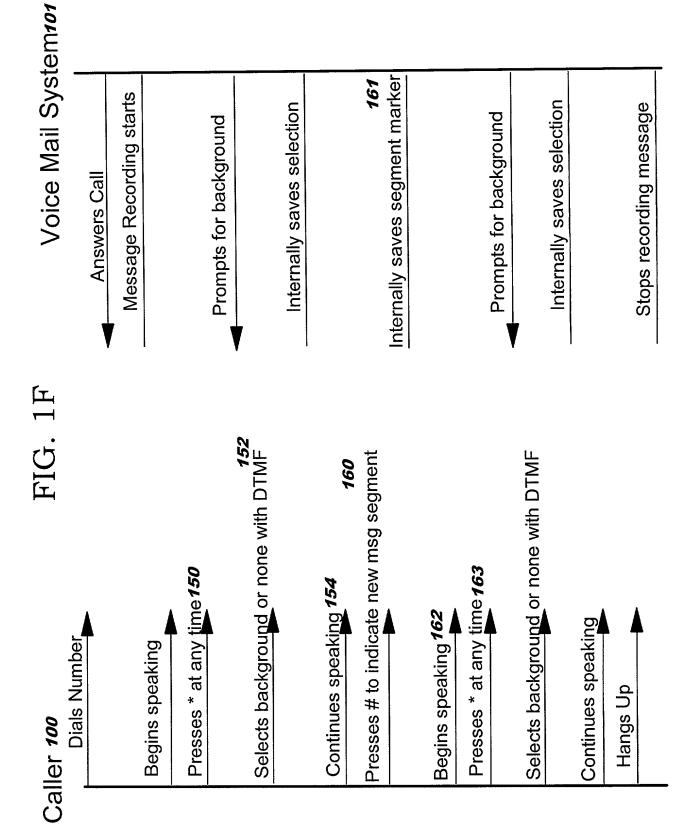


FIG. 2A

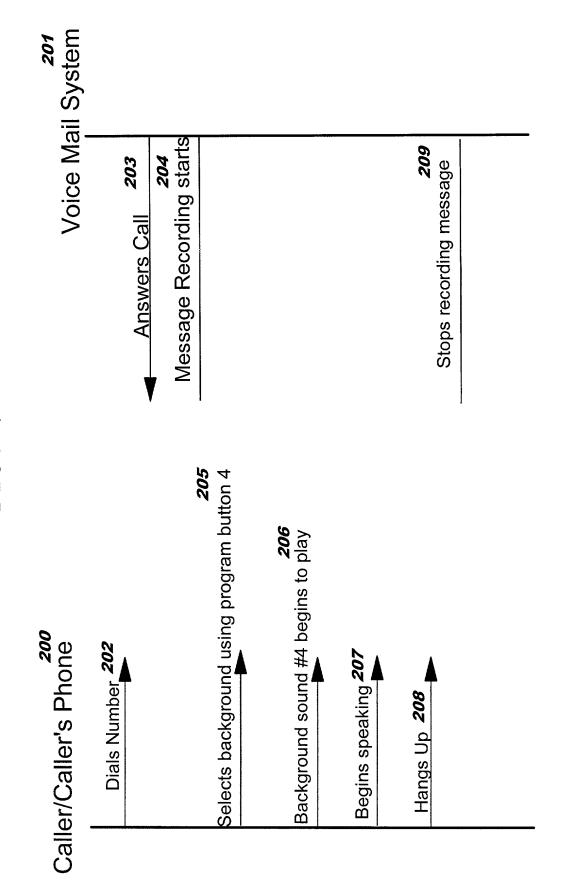


FIG. 2B

Caller/Caller's Phone 200 Dials Number 202 Answers Call 203 Message Recording starts Selects background using program button 1 Background sound #1 begins to play Begins speaking 212 Selects background wing program button 2 Begins speaking 214 background #2 begins to play 215 Begins speaking 216 Stops recording message	201 il System									
s to play sto play 27			204 Message Recording starts							218 Stops recording message
		Dials Number 202	program butt	211 Background sound #1begins to play	Begins speaking 212	program butt	background #1 stops214	background sound #2 begins to play 215	Begins speaking 216	Hangs Up 217

FIG. 2C

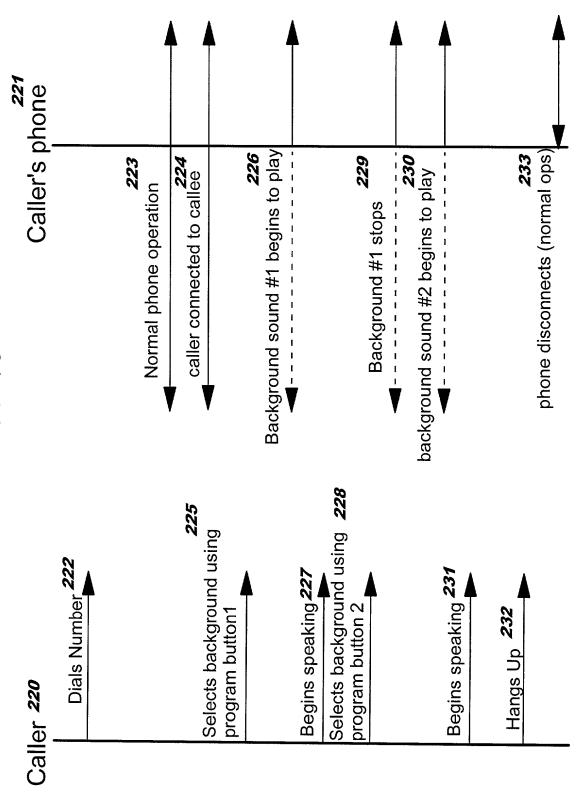


FIG. 3

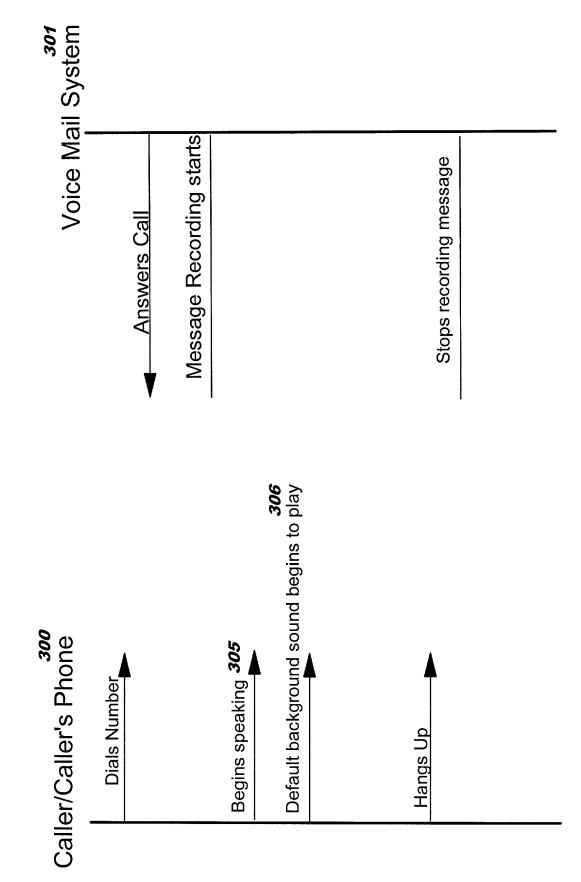
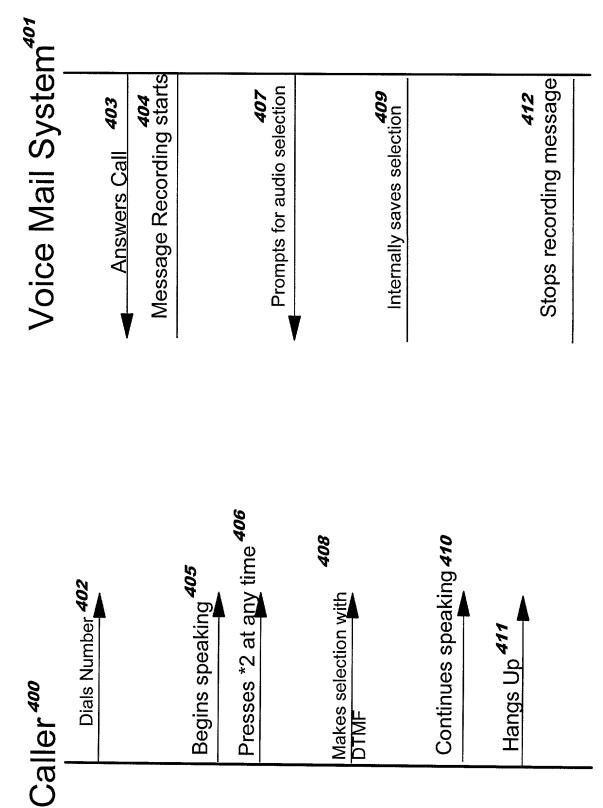


FIG. 4A



Sa	Saller ⁴⁰⁰	FIG. 4B	Voice Mail System	101
	Dials Number 402		Answers Call 403	
			404 Message Recording starts	
	Begins speaking 405			
	Presses *2 at any time 406	9 406	407	
			Prompts for audio selection	
	Makes selection with DTMF 408	1F 408	409	
			Internally saves selection	
	Continues speaking 410	0		
	Presses *2 at any time 420	3420		
			421 Prompts for audio selection	
	Makes selection with DTMF 422	IF <i>422</i>		
			Internally saves selection	
	Continues speaking 424			
	Hangs Up 411		412	
			Stops recording message	

FIG. 5

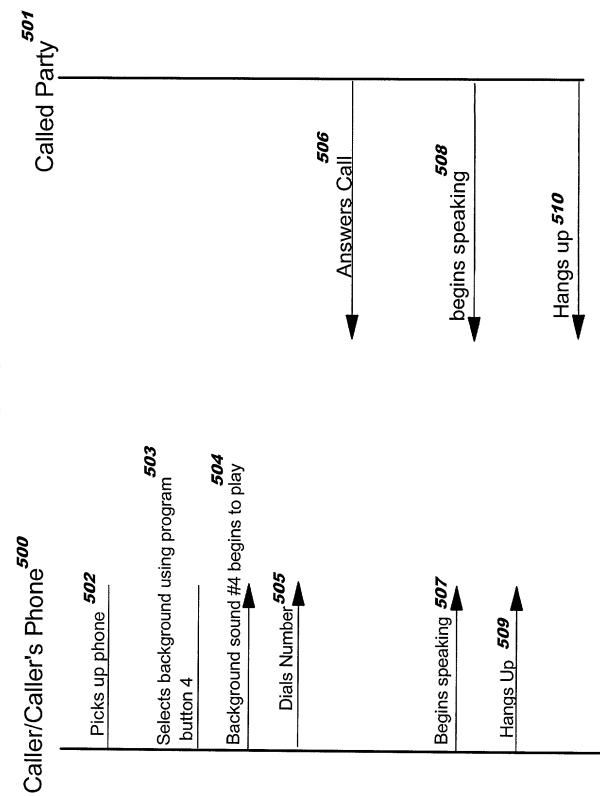


FIG. 6A

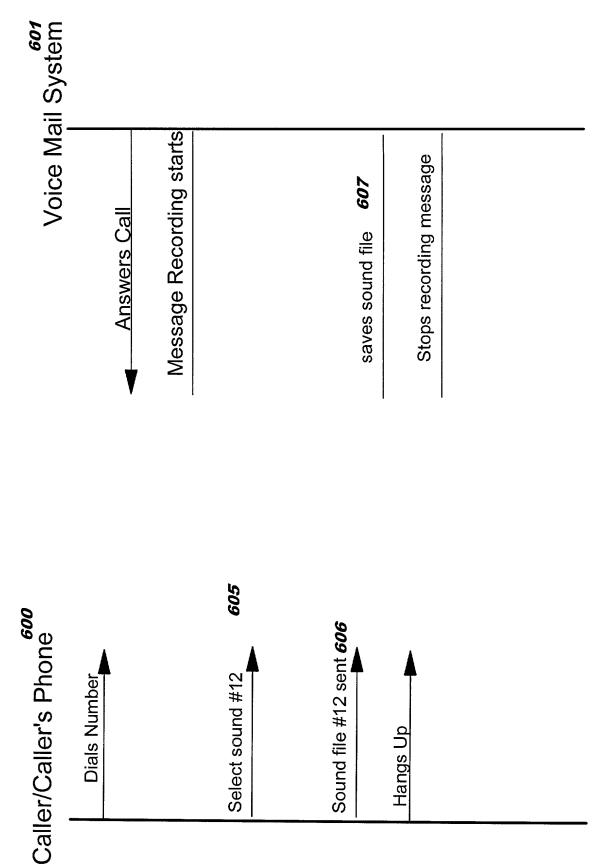


FIG. 6B

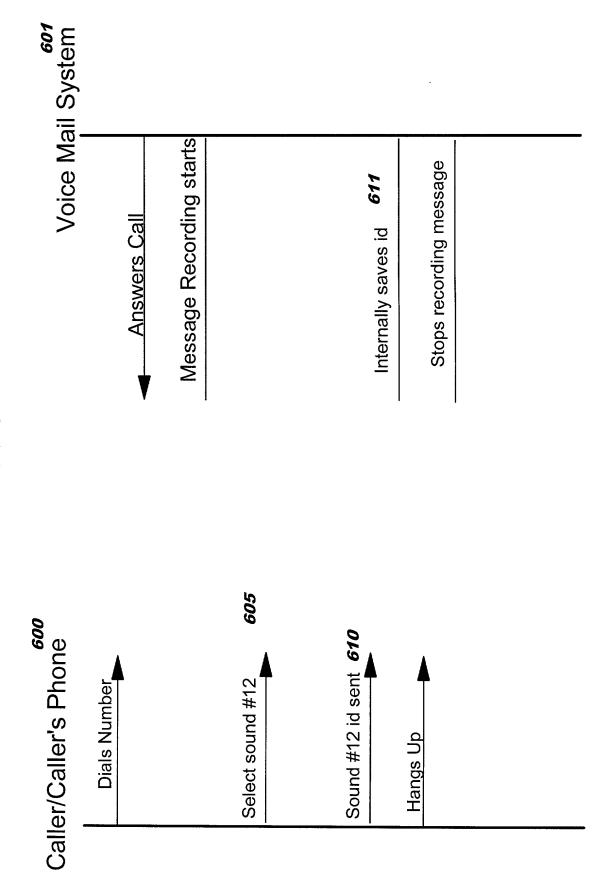


FIG. 7A

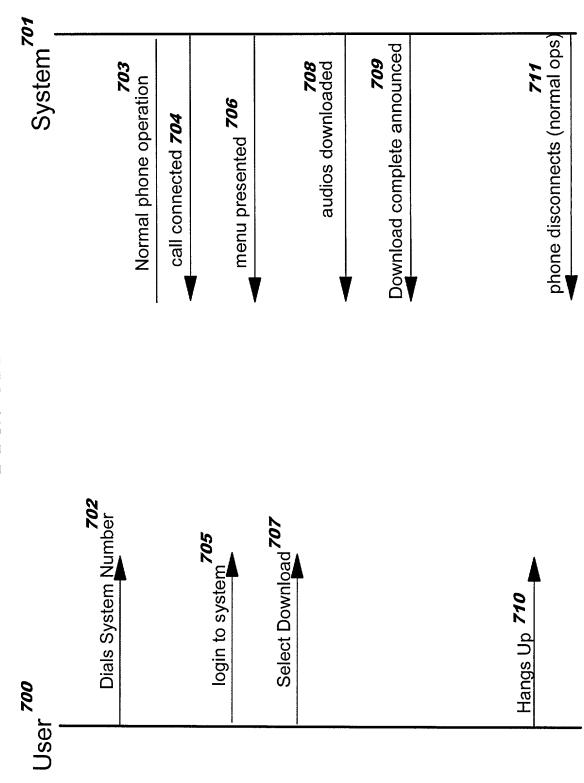
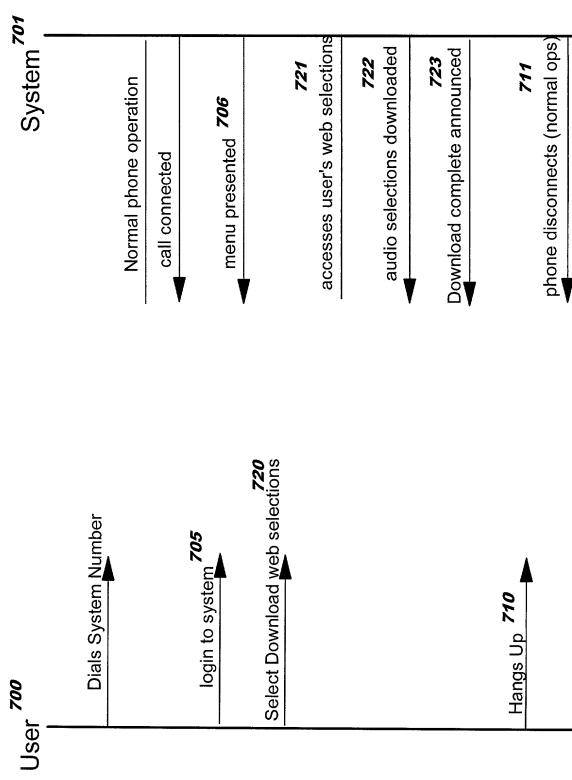


FIG. 7B



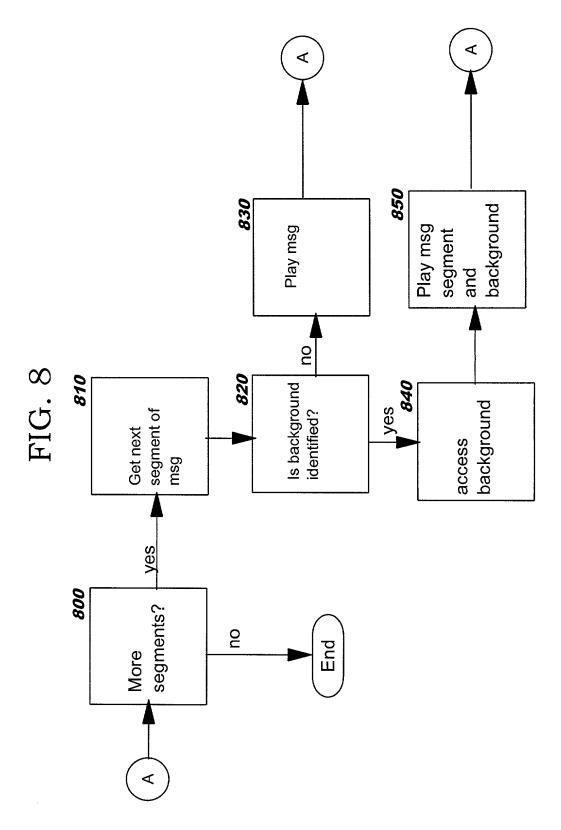


FIG. 9A

Message Segment Data Structure 900

```
Message segment number
Background selection number
User message
```

```
Example code:
#define MAX_NUM_VOICE_SEGMENTS 500
```

```
Int segment_number; /* this field is not necessarily required */
                                                                                                                                                                              FILE *msg; /* could be a .wav file */
                                                                                                                                      Int background selection number;
Struct msg_struct 920
```

930 Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS]

Message Segment Data Structure 940

```
Message segment number
```

Selection type Selection number User message (only valid if selection type is not an audio file)

Example code:

#define MAX_NUM_VOICE_SEGMENTS 500

```
Int segment_number; /* this field is not necessarily required */
                                                                                                                                             int selection_type; /* this is 1 = background, 2 = audio file */
                                                                                                                                                                                                                                       FILE *msg; /* could be a .wav file - will be null for audio file */
                                                                                                                                                                                                   Int selection_number;
Struct msg_struct 960
```

Struct msg_struct voice_msg[MAX_NUM_VOICE_SEGMENTS] 970